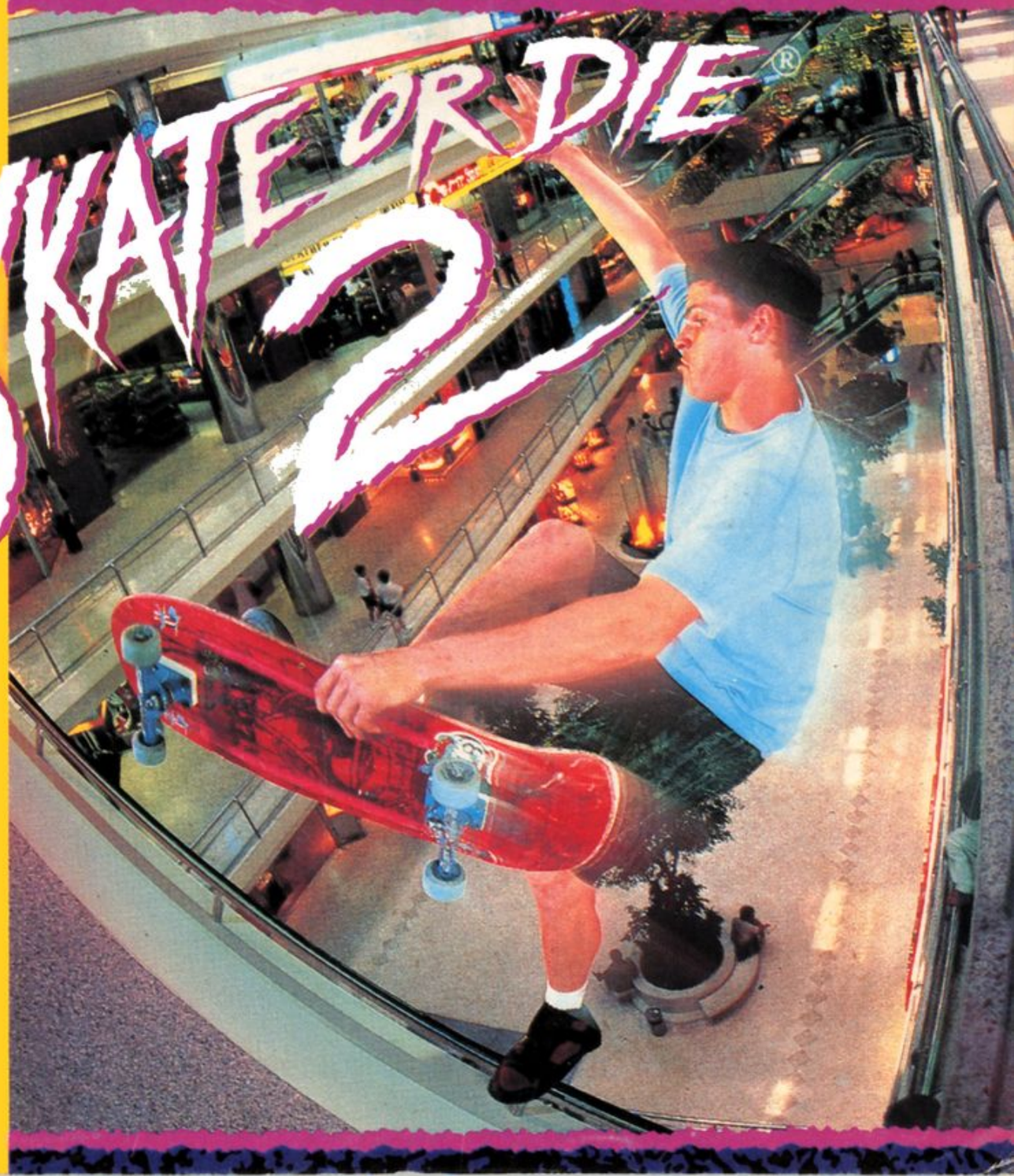
NES-E4-USA ★

INSTRUCTION MANUAL

ELECTRONIC ARTS®

THE SEARCH FOR DOUBLE TROUBLE™

SKATE OR DIE® 2



SKATE OR DIE® 2
The Search For Double Trouble™

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CARE OF YOUR GAME

- Always turn the power off before inserting or removing the game cartridge.
- Do not touch the terminal connectors or get them wet.
- Protect your cart from extreme temperature conditions.
- Do not hit, drop, or take your game cartridge apart.
- Do not clean the game cartridge with alcohol, thinner, benzene, or other solvents.
- Do not use your cartridge as a skateboard.

"Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur."

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THE STORY

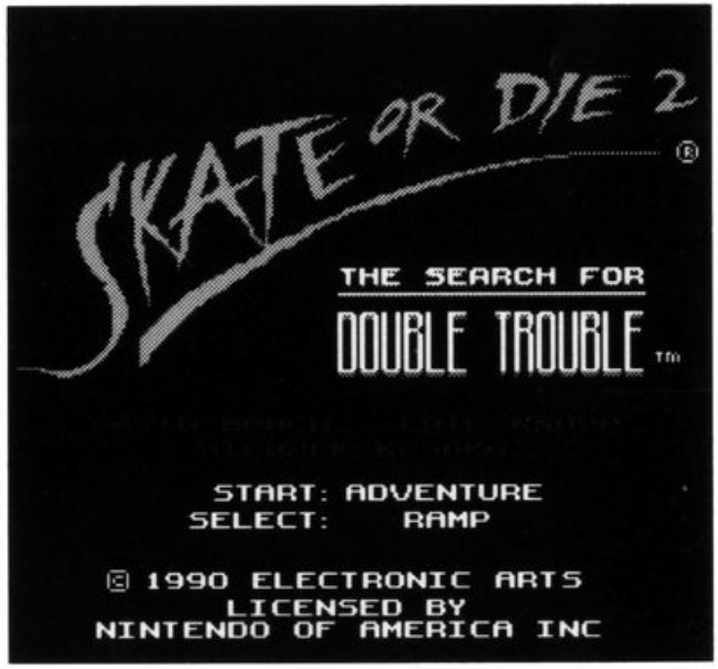
You and your skateneck buddies spend your days ripping the streets, looking for fun, hurting nobody. You got tunes in your box, chili fries in your mouth, and a rad ramp in your backyard. Life is sweet.

Then one fine day, you're tearing down the sidewalk when you accidentally run over the mayor's wife's poodle. *Splat.* The dog is pushing up daisies and Mrs. Mayor is foaming at the mouth. She goes on a psycho anti-skate rampage and forces her old man — a nice but regrettably spineless bureaucrat — to dig up a law that condemns your ramp to the scrap heap. Whaddya do?! You gotta build a new ramp by legal means. To do this, you gotta go through 4 levels in search of bucks for the building permit and plans for the ramp. Get through all 4 levels and it's competition time on the wicked Double Trouble Half-Pipe.

SETUP

1. Make sure the power switch is OFF.
2. Insert the Skate or Die 2 cartridge as described in your Nintendo Entertainment System manual.
3. Turn the power switch ON.

   When the title screen appears, press START to get introduced to the main characters. After the introduction, press START again to go to the first video.



Heading Straight for Double Trouble

The monster Double Trouble ramp is the pie at the end of the story, but nobody's keeping ya from throwing down yer dessert first. You can blow off Levels 1-4 and go straight to the Double Trouble competition if you want. Here's how: Follow the instructions under *SET UP*. When the title screen appears, press SELECT.

To learn how the controls work on the ramp, check out the section called *Double Trouble Competition.*

BETWEEN LEVEL VIDEOS

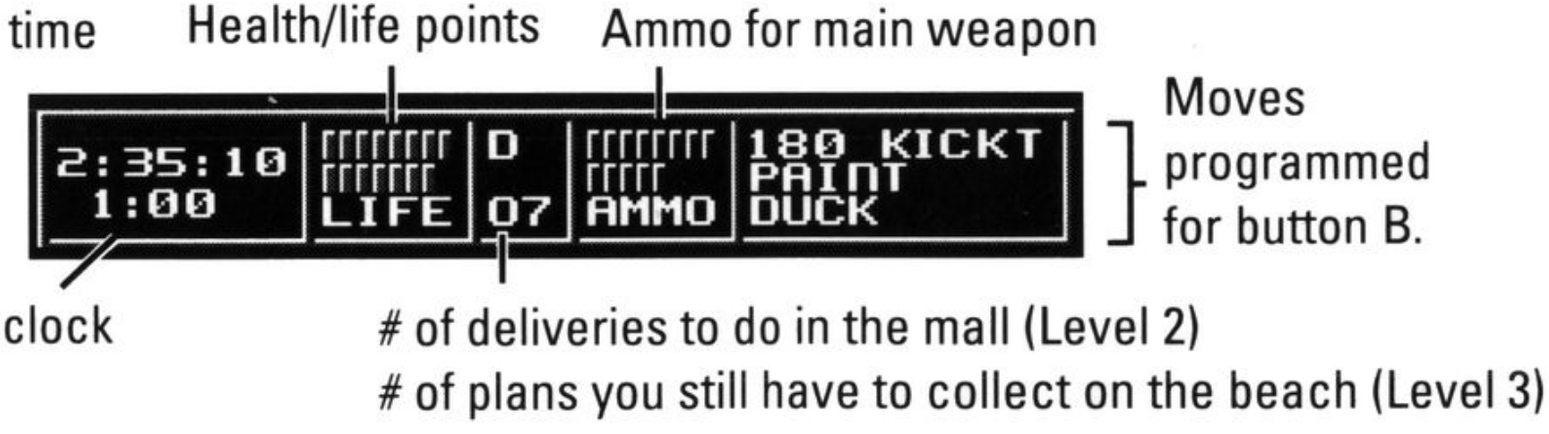
Before you begin play, a short video gives you a rap on where the story's going. If you've already seen the show and you want to blow past it, press START to jump straight into the action.

RAP WITH RODNEY

The first person you meet is Rodney, cool dude and owner of the only local skate shop. Press button A or B to read what Rodney's got to say.

THE STREET

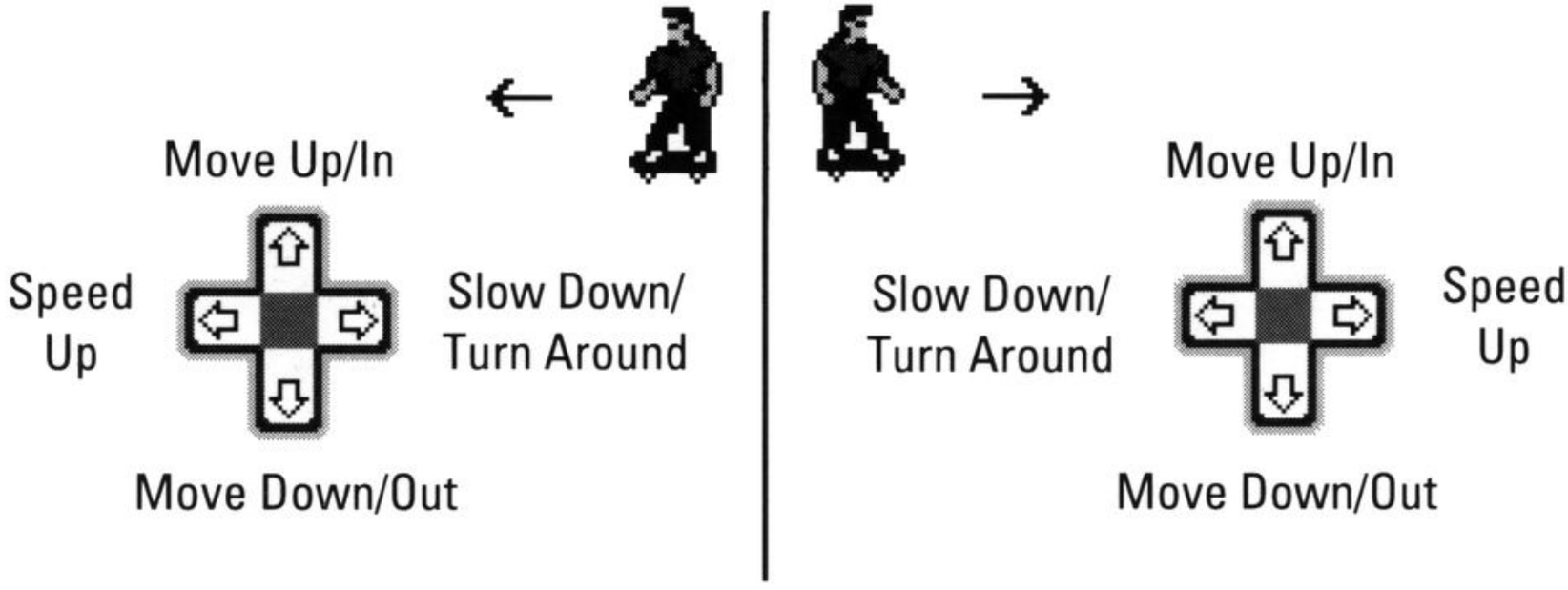
THE STATUS BAR



CONTROL YOURSELF

Moving

Use the control pad to speed up, slow down, and move up and down:

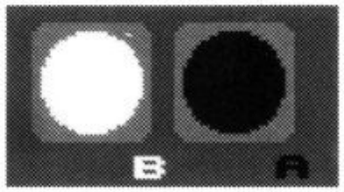


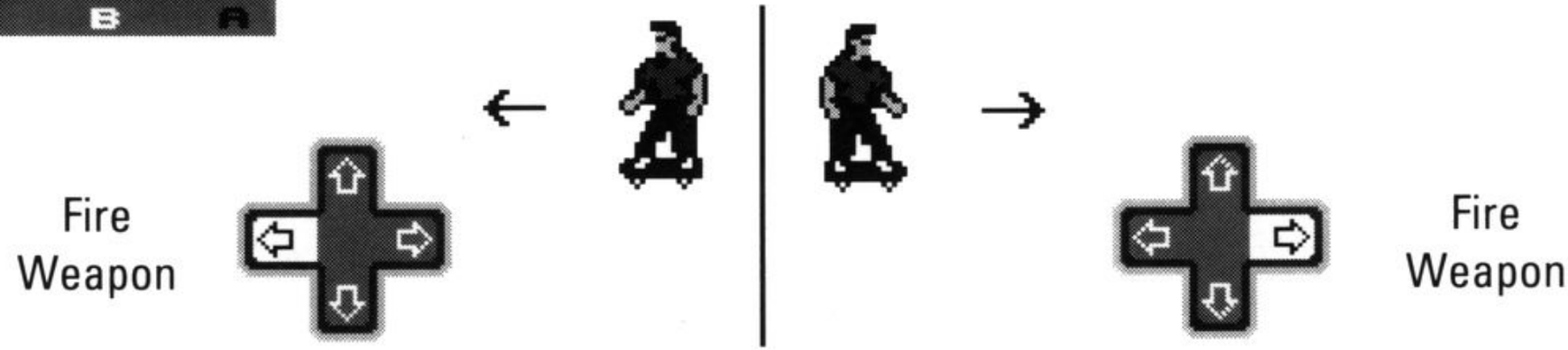
Jumping

Press button A to jump. You can jump curbs and steps while moving by pressing button A and control pad UP at the same time.

Firing Your Main Weapon

Your main weapon is the one you can fire using the control pad arrow of the direction you're facing. To fire your main weapon, hold down button B and press a control pad arrow:



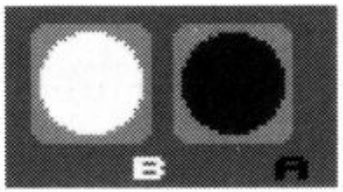


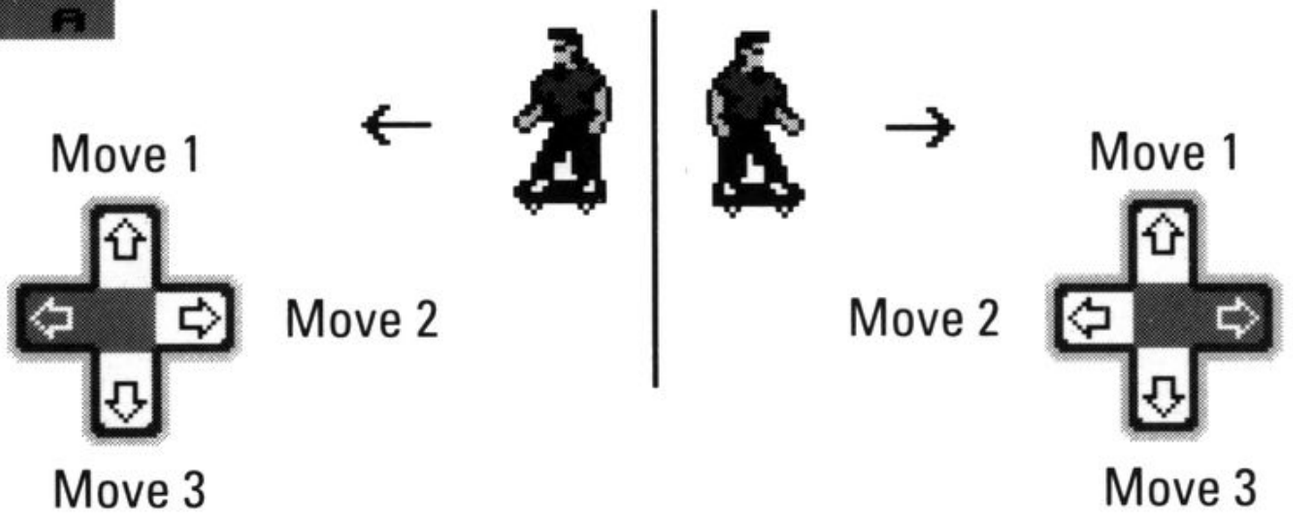
See *Your Rad Pack* for details on selecting a new weapon as your main weapon.

Doing Moves

You start out with these three moves:

To do a move, hold down button B and press a direction on the control pad.





As you're tearing up the 'crete, Lester'll come by and offer to teach you more moves. You can program which three moves you can do. See *Your Rad Pack* for details on programming moves.

Pausing The Game

To pause the game, press START. Press START again to continue.

TUNES N' MUNCHIES

Snag tunes and munchies for trading. Sometimes you'll just run across these items on the street. You might collect more tunes and munchies if you're good with your weapon!

Cassette Tapes—Garage bands to blast your ears by.

CDs — Social deviance on disc.

Tacos — Maxi-Mexi skarf material. More, por favor?

Chili Fries — Spicy spuds of fried perfection coated in tasty Tex-Mex tenderloin.

LIFE POINTS

You start out with 16 life points. You lose life points when critters bite you, when other skaters hit you with a weapon, and when you fall off your skateboard. You flash briefly whenever you lose a life point.

Squash a happy face for that refreshing feeling of longer living.

RODNEY N' LESTER

Rodney

Lester

Two dudes you want for friends. As owner of the only skate shop in Elwood, Rodney's always got the hottest equipment around. That's him skarfing a mondo burger. Son Lester is the gnarliest thrasher in the neighborhood — hardly surprising, given his home life.

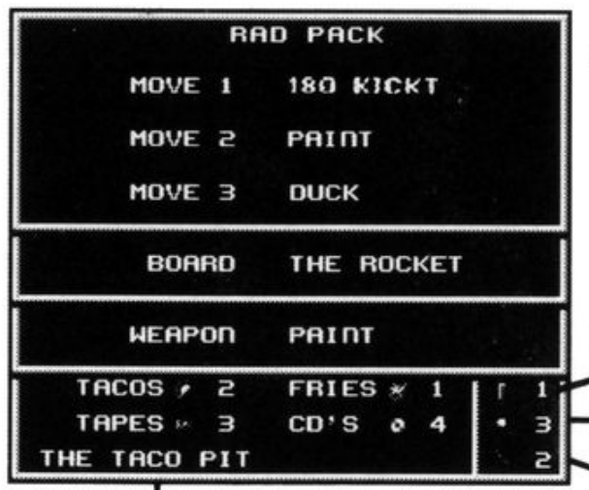
You'll run into these dudes out and about Elwood, and they'll trade you tricks and boards for tunes and munchies.

YOUR RAD PACK (BAG O' TRICKS)

Your Rad Pack is where you keep your boards, tunes, munchies, and cool moves. Press SELECT to check out your Rad Pack. Press button A to go back to the action.

Control pad UP and DOWN to highlight options.

Shows your next destination in mall (Level 2); shows if you have building permit (Level 4)



Control pad RIGHT and LEFT to change settings.

Paint clips

Eggs

M-80s

Tricks — Change the settings of MOVE 1-3 to choose different tricks.

Board — You can switch boards if you have more than one. Note: Once you trade your Pokey or Slipstream board, it's gone forever.

Weapon — Choose one weapon as your main weapon.

Tunes N' Munchies — Scope out your swap-able stuff.

Ammo — Check your ammo supply. Paint ammo is counted in clips — each clip contains 16 shots. Eggs and M-80s are counted individually.

SWAPPIN' STUFF

Press control pad RIGHT or LEFT to select YES or NO. Press button A to answer.*

*If you're sure that you don't want to swap anything with Rodney or Lester, press button B to go back to the action.

BOARDS

Pokey—Your basic brick with wheels.

Slipstream—Better speed, better jumps.

The Rocket—Even better speed, even better jumps.

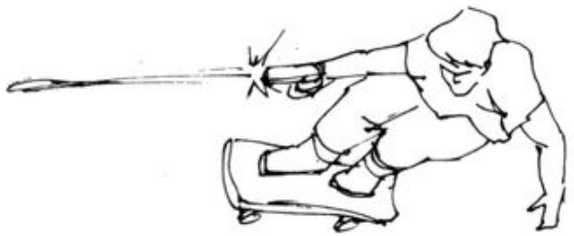
Hangtime—Wimpy speed, best jump.

Afterburner—Best speed, wimpy jump.

MOVES

180° Kickturn—Turn around fast.

Skid Stop—Stop on a dime.



Duck Shoot—Duck and shoot at the same time.

180° Ollie—Jump and turn at the same time.

720° Kickturn—"Tornado" move.
Kills bad guys dead.

Tail Bump—Throw projectiles
(M-80s,eggs) to rear.

Brick Wall Stop—Full tilt
stop-in-your-tracks.

THE LEVELS

If you lose all of your life points on Levels 2-4, you can repeat the level by selecting YES to continue. You'll get fresh life points and your ammo will be reset to three paint clips, three eggs, and three M-80's.

The game clock will stop at 10 hours, but you can continue playing until you run out of life points or win the game. If you run out of life points, sorry—game over dude! Note: Whenever you start a level over, one hour gets added to your total game time.

LEVEL 1: MAD DOGS IN THE STREETS

The mayor's wife has declared all out war on skaters — you're not gonna disappoint her. It's righteous revenge for the major hassle this lady's causing. Rumor has it she's in a warehouse flattening somebody's good day with a rolling pin. Skate around and look for her. While you're at it, pick up tunes and munchies and get as much help as you can from Rodney and Lester. The better your board and the more tricks you can do, the better you'll do on the next levels.

Whaddya do when you find Mrs. Mayor? You got M-80s, eggs, and a paint gun — figure it out.

Characters N' Critters

Ravenous Pitbulls — Nasty nippers.

Skaters — Dudes, deviants, fuzzheads & poseurs.

Punching Gators — No easy pushover.

Sewer Rats — Squashable rodents of unusual size.

LEVEL 2: MONEY IN THE MALL

Dude, your ramp's been demolished. You need a building permit. You need bucks. You need a job (ugh). The local mall merchants are paying rippers like you for speedy deliveries. Pick up packages, then weave through those zombie-shoppers. Don't be late more than 4 times or you're out of a job and out of a ramp. Make your deliveries faster than light and someone just may slip you something useful.

Characters N' Critters

Officer Renckley — Mall security. Hates kids, hates skaters most of all. Skate cool when he's in eyeball range.

Zombie Shopper — The many, the mindless, the credit-wielding consumers.

LEVEL 3: BLOWIN' ALONG THE BOARDWALK

Rodney *had* the designs for a mean but by-the-books legal ramp. Then a bogus flip-o'-the-fan-switch blew your big plans out the window. You gotta go collect 'em before they soar off the boardwalk and sail to Hawaii. Pick up all 16 pages before they go off the right edge of the 'walk.

Characters N' Critters

Crunchy Crabs—Stomp on 'em if their pinching's a pain.

Rollerskater—Disaster on wheels.

Yo! A page of the ramp plan!

Buff Dude—Immovable pecs of perfect pumptitude.

Mad Gulls—Death from above.
May rip off more than a life point.

LEVEL 4: ROOFTOP MANIA

Icepick, the rolling refrigerator, has skated off with your main squeeze, CJ. Even worse, he took the building permit for your ramp. You gotta dodge Icepick's goons, nab the permit, find your way to the top of the warehouse, and save the girl. The fate of the ramp and the future of Elwood's skate scene is in your paws.

Characters N' Critters

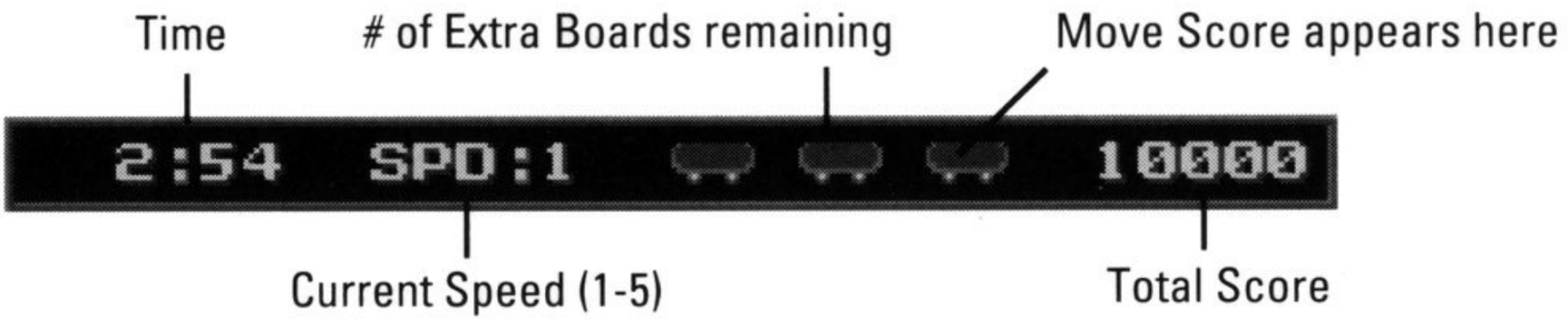
CJ — Tied up at the moment and in need of assistance.

Icepick's Gang — They're bad. You better be badder.

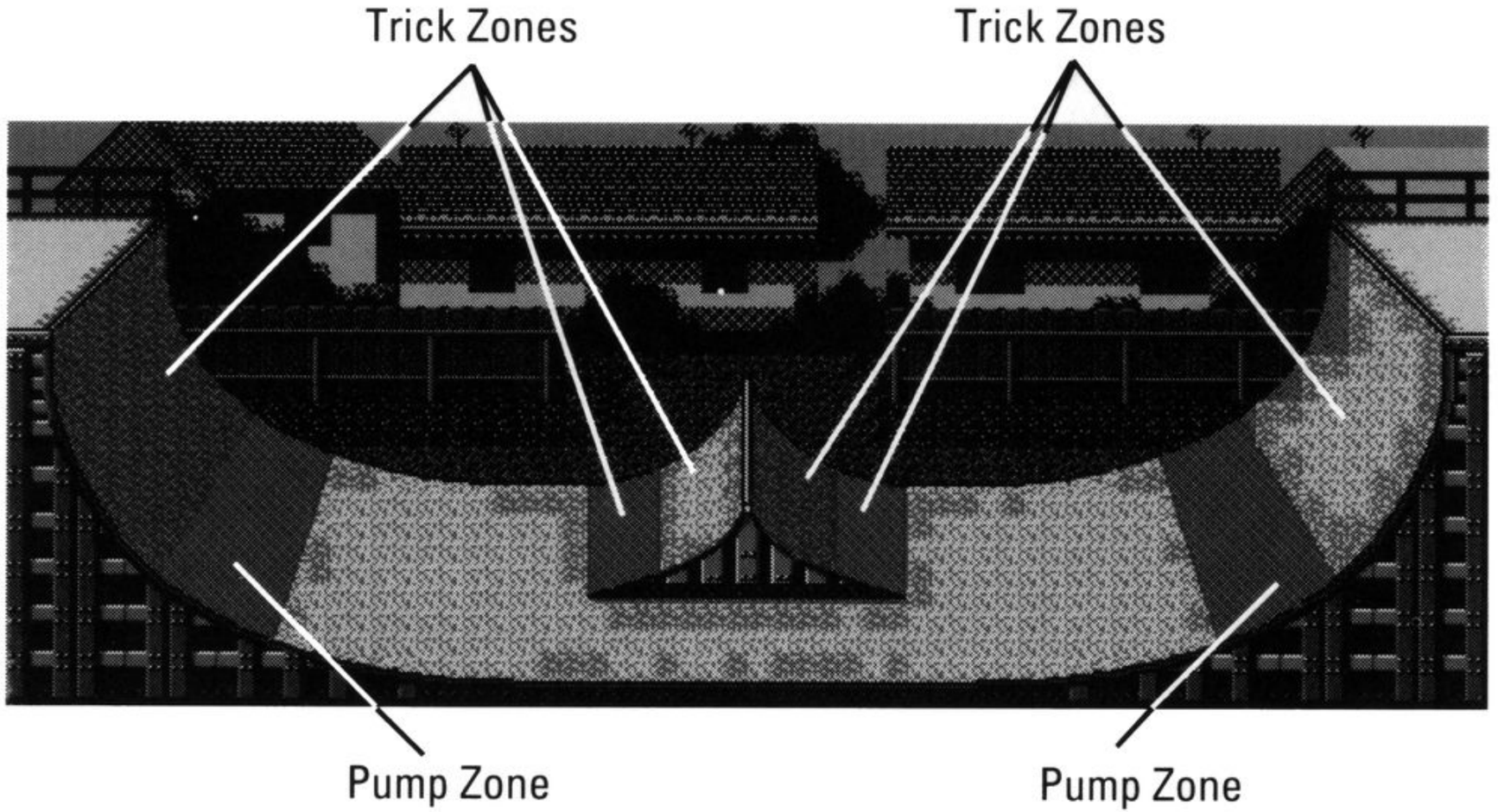
Icepick — Maybe society's to blame, but he's still ugly.

The building permit! Ta daaa!

DOUBLE TROUBLE COMPETITION



Time — You get 3 minutes to complete your set.
Speed — The moves you can do depends on your speed. See the following pages for details.
Extra Boards — You get 3 extra boards in each set (4 wipeouts).
Move Score — Your score for the last move you did.
Total Score — Your total score for the competition.



Increase Speed?

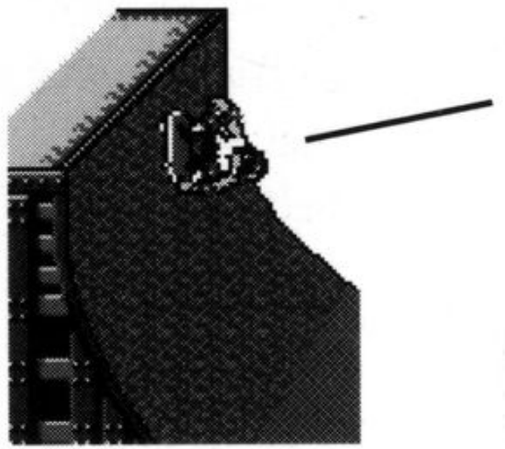
To increase speed, press button A or B while you're in one of the two pump zones.

Do A Move?

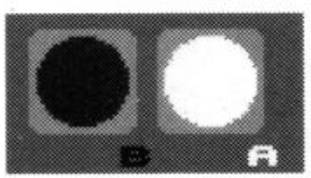
To do a move, use the controller while you're in a trick zone. See the following pages for details.

SPECIAL LIP MOVES

Speed 1

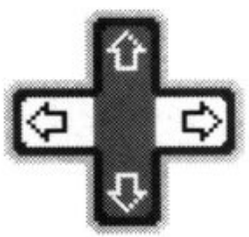


To do a move off the lip, hold down button A or B and press a control pad arrow while you're in the trick zone.



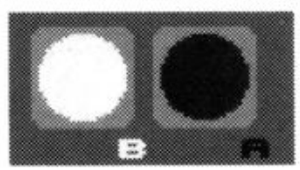
"A" BUTTON

Rock & Roll

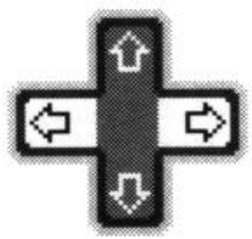


Rock & Roll

"B" BUTTON



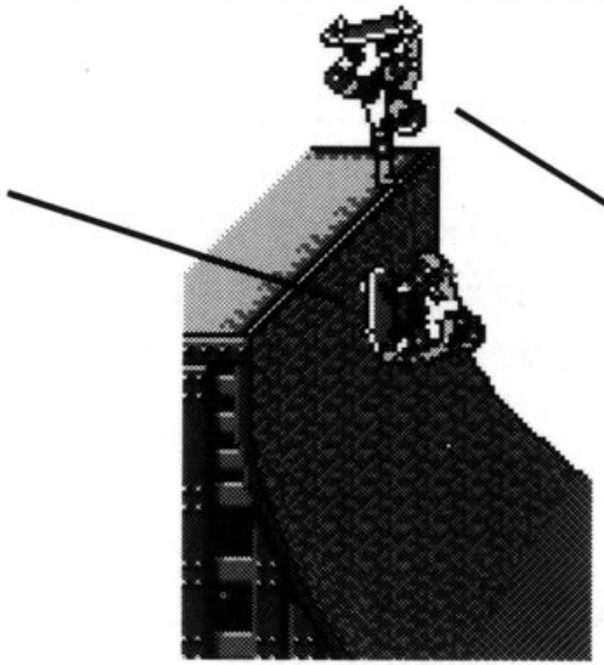
Kick Turn



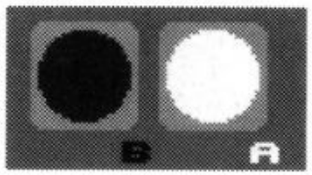
Kick Turn

Speeds 2-3

1. Hold down button A or B and press a control pad arrow while you're in the trick zone.

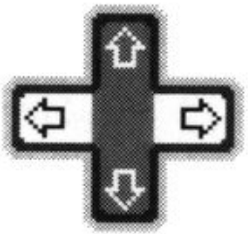


2. Once you've done the trick, press button A or B to come out of the move.



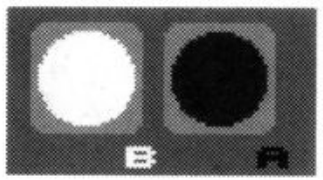
"A" BUTTON

50/50 Axle Grind

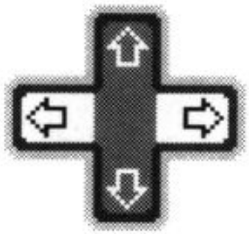


Hand Plant Invert

"B" BUTTON



Foot Plant*

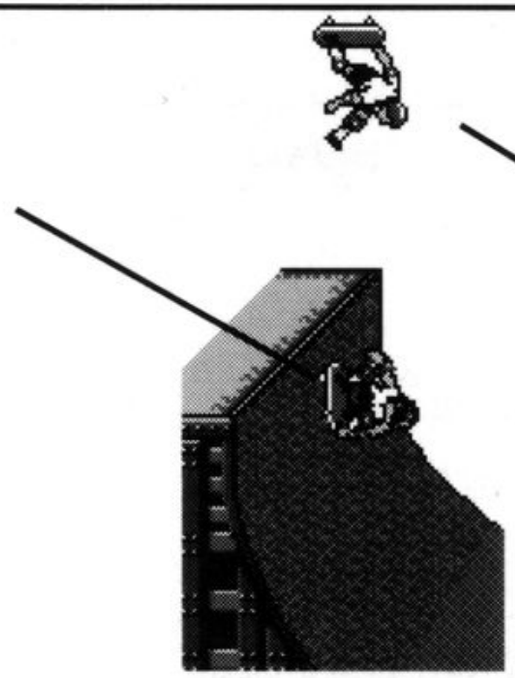


Railslide

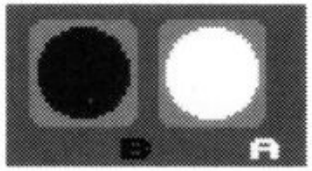
*Note: You don't have to press button **A** or **B** to come out of the foot plant.

Speeds 4-5

1. Hold down button A or B and press a control pad arrow while you're in the trick zone.

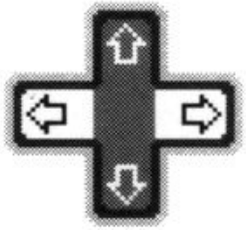


2. Once you've done the trick, press button A or B to come out of the move.



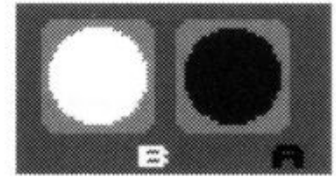
"A" BUTTON

Airwalk

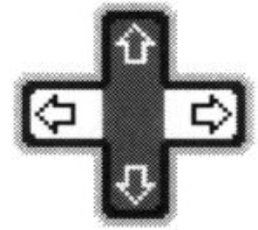


McTwist*

"B" BUTTON



Judo Air

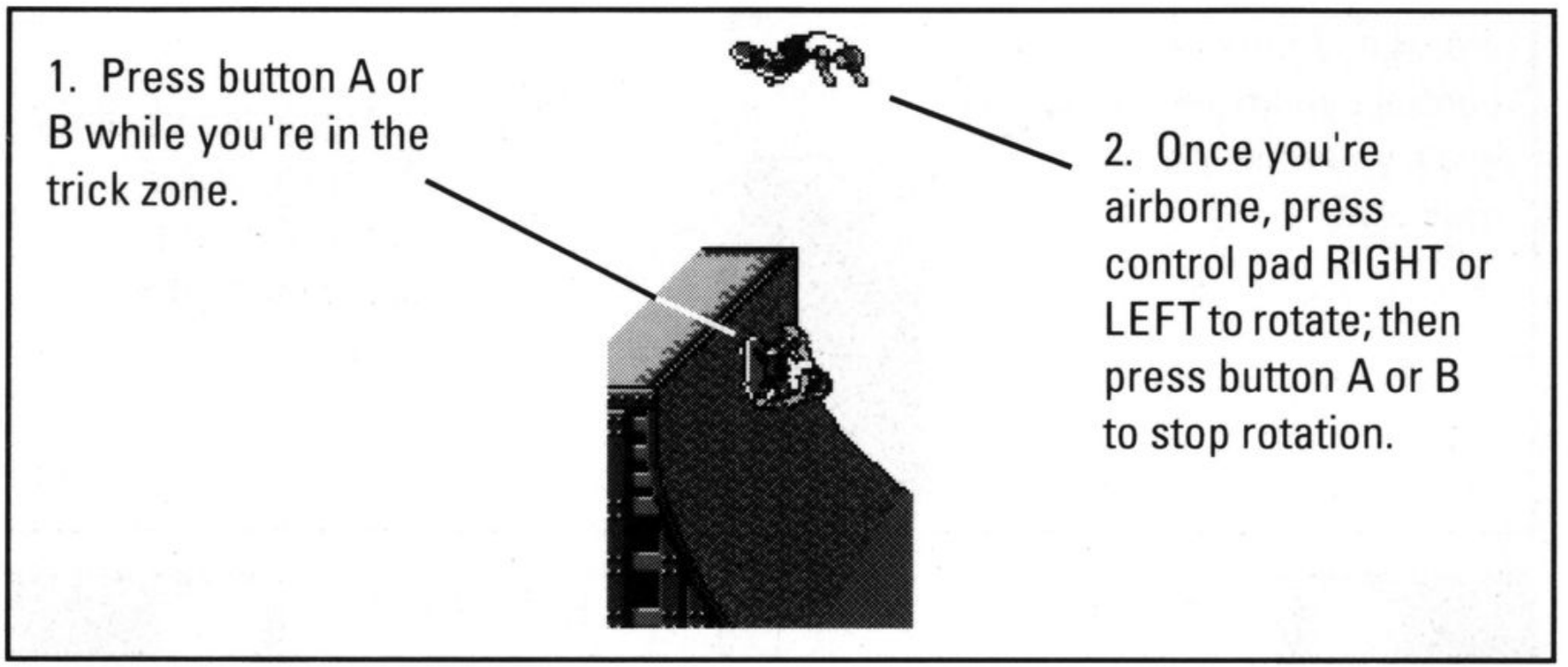


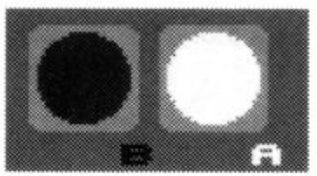
Finger Flip

*Note: You may have to press button **A** or **B** more than once to come out of the McTwist.

MOVES FROM LIP OR CENTER RAMP

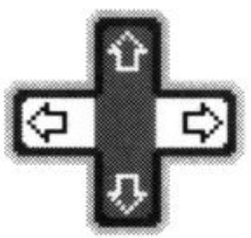
All Speeds


1. Press button A or B while you're in the trick zone.
2. Once you're airborne, press control pad RIGHT or LEFT to rotate; then press button A or B to stop rotation.



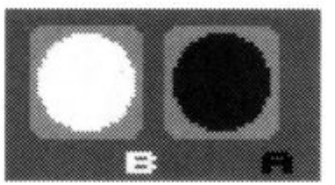
"A" BUTTON

Ollie Air

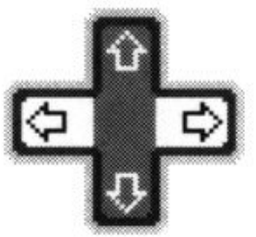


Ollie Air

"B" BUTTON



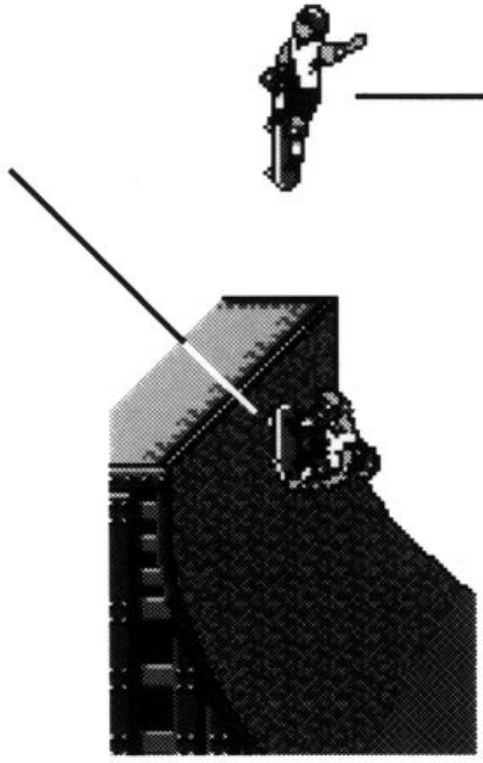
Aerial Air



Aerial Air

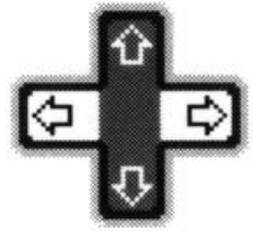
Speeds 2-5

1. Press control pad RIGHT or LEFT while you're in the trick zone.



2. Once you're airborne, press button A or B to come out of the move.

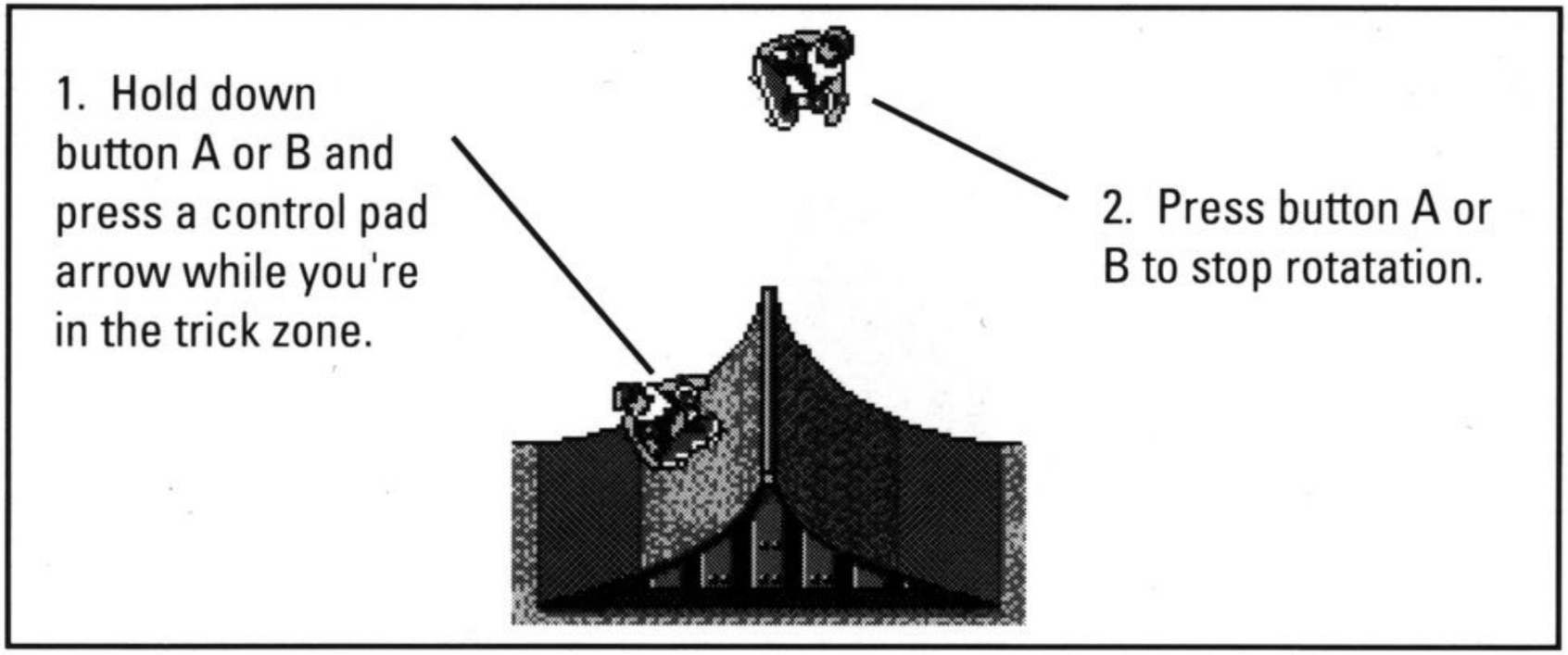
Rocket Air

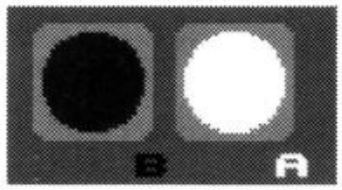


Tail-Lien

SPECIAL CENTER RAMP MOVES

Speeds 3-5



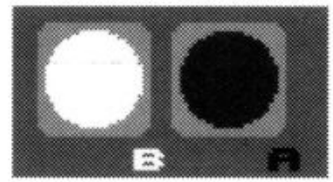


"A" BUTTON

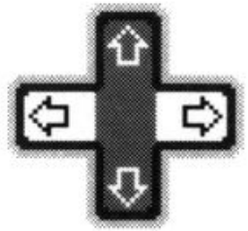
Loop

Loop

"B" BUTTON



Tip Over



Tip Over

RAMP NOTES

To end your routine early, press SELECT — you'll exit the ramp next time you're at the lip. (This counts as a trick.)

Scoring

If you get a high score, you can enter your initials. Use the control pad to scroll through the alphabet, then press button A to enter a letter. If you accidentally enter the wrong letter, press button B to backspace so you can correct it.

Time Bonus — Go for the whole 3 minutes, get a bonus.
Board Bonus — Get a bonus for every extra board you have left.
Tricks Bonus — Get a bonus for every successful move.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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Electronic Arts
P.O. Box 7578
San Mateo, CA 94403-7578.

If you need to talk to someone about Skate or Die 2, call us at (415) 578-0316 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

ARTIST BIO

What do David Bunch, Eric Knopp, and Michael Kosaka have in common with Sandra Day O'Conner, Ronald Reagan, and the space shuttle Columbia? They all started new ventures in 1981.

Dave, Eric and Michael each published their first original computer game that year, and never looked back. Their hit list reads hot and long and includes The Games: Winter Edition™, The Games: Summer Edition™, Budokan: The Martial Spirit™, Ski or Die™, and of course the original Skate or Die®. A lot of code and pixels have gone under the bridge since then to bring you the latest and greatest adventures of Rodney and Lester.

CREDITS

Game Design: David Bunch, Eric Knopp, and Michael Kosaka
Game Programming: David Bunch, Eric Knopp
Game Graphics: Michael Kosaka
Additional Programming: Carl Mey, Tom DeBry
Music/Sound: Rob Hubbard
Voices: Bob Henderson, Eric Knopp
Technical Direction: Richard Hicks
Producer: Don Traeger

Associate Producer: Jim Rushing
Assistant Producer: Jon Horsley, Happy Keller
Product Testing: Jack Falk, Michael Meischeid, Jeff Haas
Product Manager: Zina Yee, Barbara Windham
Graphics Director: Nancy Fong
Package Artist: Jim Blair
Artist Photographer: Frank Wing
Documentation: David Luoto
Special Thanks: Connie Braat, Peggy Brennan, Orlando Guzman, Ed Gwynn, Cynthia Hamilton, Michael Lubuguin, Steve Matulac, Nancy Philippine, Paul Vernon

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P.O. Box 7578, San Mateo, CA 94403-7578

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